

N I N T E N D O[®]

FUN CLUB NEWS

\$2.50



- Zelda II Special Review
- Punch-Out!![®] New Tactics
- The Legend of Zelda[™] 2nd Quest



ZELDA II

The Adventure of

LINK[™]

BAT 400! PITCH A NO-HITTER!

Play Real-Time Baseball
with "BASES LOADED"™
from Jaleco™.

What's so real about "BASES LOADED"? Great graphics and *real* voices put you right into the action of a pennant race.

You won't find any cartoons in this stadium. These ball players look and act *real*. They bunt, steal, slide, pitch and field all under your control.

And, when you throw them your fast-ball, high and inside, you'll *hear* the ump call the pitch. Carefull. A bean-ball may clear the bench.

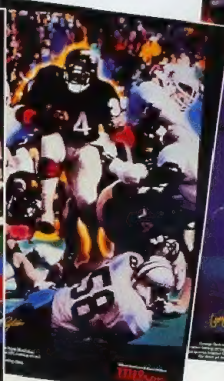
Don't settle for a 2nd place finish. Ask your favorite video game store for "BASES LOADED" from Jaleco. Coming in May.

Bases Loaded™, City Connection™ and Jaleco™ are trademarks of Jaleco USA Inc. Wilson® is a trademark of Wilson Sporting Goods Co. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.
© 1988 Jaleco USA Inc.



FREE WILSON® SPORTS POSTERS!

Look for details inside "BASES LOADED" and "CITY CONNECTION"™ — only from Jaleco. Jaleco USA Inc. 5617 W. Howard, Niles, IL 60648 (312) 647-7077



THE PREZ SEZ

The name of the game is entertainment!

An important message from master gamesman and President of the Nintendo Fun Club — Howard Phillips



This issue of the *Fun Club News* marks the beginning of a new era of entertainment for the Fun Club. First, our membership has grown to over one million! That means we have a lot more video whizzes sending new ideas, tips and creative contributions to the *Fun Club News*. Even more exciting, all one million of you can now look forward to the contributions of an even bigger Fun Club membership. So more tips, tactics, tricks, features, contests and video news will be coming to you than ever! How's that for commitment to your video entertainment? Of course, at the heart of all this video fun is the Nintendo Entertainment System® That's the fun machine that drives all of our video games. Please write and let us know how you feel about it. How long have you had it? What games do you play on it? What are some of the new games you would like to play on it? Can you think of any wild ways to use

it other than for video games — like doing your homework? How about for storing information on hot tips that you discover? Let us know! And be creative! Now, here's some of the entertainment in store for you in this issue:

- The inside story on *Zelda II — The Adventure of Link*.™
- *The Legend of Zelda*™ — the 2nd quest
- *Metroid*™ contest winners
- Tips for *Mike Tyson's Punch-Out!!*®



Find out what the full grown Link faces in his new battle against the ultimate evil, pages 4-6.



See the artistic talents of Fun Club winners of the Illustrate-Metroid-Contest, page 28.

FUN
Nintendo
CLUB

CONTENTS

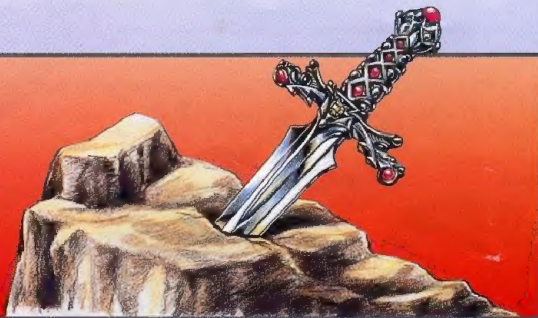
Prez Sez	3
<i>Zelda II — The Adventure of Link</i>	4
<i>U.S. Golf Sneak Peek</i>	9
<i>Super Mario Bros. II Sneak Peek</i>	9
<i>Double Dragon Review</i>	10
<i>Punch-Out!!</i>	12
Tips & Tricks	14
<i>The Legend of Zelda 2nd Quest</i>	16
Top 5	18
Member Game Reviews	20
Scores of Fun	22
Ho-Ho-Ho Video	22
Member Game Tips	23
Stuff & Things	24
Mail Bag	26
<i>Metroid</i> Contest Winners	28
Puzzler Place	30

©1988 Nintendo of America Inc.

ZELDA II

The Adventure of

LINK™



Nintendo's hit game, *The Legend of Zelda* continues in *Zelda II, The Adventure of Link*, coming this fall. Now Link is full grown. And he must battle Ganon's henchmen, and free the Princess from a sleeping spell. With sword, shield, wits and advice, Link will meet the challenge!



ITEMS

Zelda II is packed with twists, turns and adventure. Special items are essential to victory. Here is a sample of the items you will need during your quest.



Magic Jar. Find a red or a blue. Either way, you can easily recover power.



Treasure Bag. Use to increase experience. But be sure to watch out, too!



Heart Container. If you find this, strike it sharply with your sword.



Magic Container. This increases your ability to safely store your magic!



Candle. Find a candle and light your way to new exciting terrain, new tips.



Hammer. Use this with the "A" button to get through tough spots.



Handy Glove. You'll find this very handy for breaking blocks.



Raft. Weigh anchor and head for the high seas and mysterious shores.



Boots. Legend says that he who wears these will do something amazing.



Flute. Tune into some mysterious powers when you play it just right.



MAGIC

As you travel on your quest, you will come upon towns with hidden Magic. There are eight useful magic techniques which you must learn to master.

Shield. This helps Link in two ways — by raising your life level and reducing the damage inflicted by hordes of Ganon's evil henchmen.



Fire. This is a hot idea for doing in some of Link's worst enemies. Swing your sword while you hit the "B" button and watch them run!



Life. Master this Magic, and you can restore your life force just when you need it the most — but only to a certain degree.



Reflect. When a magician casts a bad spell on you, this will not only defend you, but also reflect the spell right back on him!



Jump. You can really get a jump on your many foes once you master this technique. It also works if you want to climb.



Spell. You can cast a spell yourself once you get the knack of it. In fact, you may see some of your enemies tremble in fear of you!



Fairy. Transform Link into a high flyer with a Magic trick that gives you wings. Great for getting over all the most dangerous terrain.



Thunder. Every bad guy will bolt when you unleash your Thunder. But you have to be very powerful to master this Magic. Be careful!



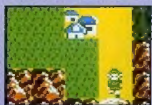
STRATEGY

Zelda II — The Adventure of Link requires both strategy as well as an ability to fight the worst evil foes. Link's task is to awaken the Princess Zelda, a victim of a sleeping spell.

To do this, Link must search for the Triforce hidden in the Valley of Death on the largest island in Hyrule.

Evil guardians, however, must first be defeated. Then Link must set magic crystals in the heads of the six stone statues hidden in six palaces.

Armed with Magical Sword and Shield, Link is the only hope for Zelda.



Visit Towns

People in towns which you pass through will offer advice. You may have to talk to the same person twice on different occasions to learn what you need. Be sure to open doors to opportunity!

Fight Foes

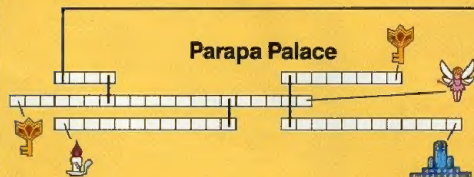
As Link, you will gain experience as you fight Ganon's many underlings. It requires skill with Sword and Shield as well as Magic to win in forest, desert and palace battlefronts.



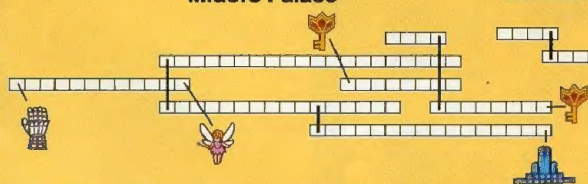
Partial Overworld Map Link travels rivers, forests, mountains, plains, swamplands and towns in his search.

PALACES

Hidden in the vast reaches of Hyrule are six secret palaces. Link must find them and battle evil guardians for entry. You are often safe on the road, but you must take risks to progress to the palaces — each of which is a deep labyrinth comprised of many screens. The maps below will give you an idea of the vast size of these monster-riddled mazes.



Parapa Palace



Midoro Palace



Island Palace



BATTLE PLANS FOR PALACE GUARDS

Parapa Palace

The defeat of the Palace Guards is critical to the success of Link's quest to save the Princess and Hyrule from ancient darkness. Each palace has its own dangerous and wily guard. You must get past him to find a key to the palace, and a chance to place your crystals into the foreheads of the stone statues!

At the gates of Parapa Palace, you'll confront the evil Horsehead, a Palace guard that's half man and half horse. Your best strategy is to stand to the left side of the screen, dodge as he swings his mace, jump in to attack, and hit him high. Keep an eye on his strength meter. It's easier to polish him off when his energy is low.



The beastly Horsehead swings his mace in an attempt to keep Link from the stone statue.



Link must get the key before placing the gem.



The gem is placed, and the adventure continues.



Midoro Palace

Helmet Head jealously guards the darkest corner of the huge Midoro Palace. He'll do anything to stop Link from getting to the statue. The best plan of attack is to hit him in the helmet. But watch out! You think you have succeeded when the helmet flies off his head, but it does a U-turn and comes right back at you with a strong attack. Timing, ducking and jumping will help you survive. But how do you win? This is a hard-headed foe!



Helmet Head is an old man, but he's a tough opponent for Link.

Island Palace

Ironknuckle is as tough as his name sounds. Even worse, he rides an armored horse which puts Link at a big disadvantage. The key to victory is to throw him from his horse with a jump and a thrust of your sword. Once he's thrown, you're on more equal footing, but don't get too confident. This is one very clever bad guy, and beating him takes practice.



BANDAI

BANDAI

Family Fun Fitness

Use Exclusively With The Nintendo Entertainment System

Licensed by Nintendo for play on the

• Five Game Fields, Fancy Footwork Make You a Human Joystick on the Control Mat

• Have Fun and Stay Fit

The Basic Set Contains a Control Mat and Athletic World Game Pak

The new and exciting "Stadium Events" Game Pak to be used with the Control Mat is now available from Bandai America.

1 HURDLES

2 ANIMAL TRAIL

3 DARK TUNNEL

4 HOP A LOG

5 RAFTING

IF YOU CAN'T TAKE THE HEAT, GET OFF THE BATTLEFIELD!



FROM THE MAKERS
OF IKARI WARRIORS™
COMES THE LONG-
AWAITED SEQUEL:
**VICTORY
ROAD™!**

COMING SOON:
**IRON
TANK™**
THE INVASION OF
NORMANDY

SNK CORPORATION OF AMERICA
246 SOBRANTE WAY, SUNNYVALE,
CA 94086. CALL (800) PLAY SNK!



FCI Blasts You to Outer Space on Nintendo®

Lunar Pool



Become an expert pool hustler as you challenge the computer, yourself, or another player. Choose from sixty different "tables" and eight power levels.

Carefully set up the shot, aim your electronic cue stick, shoot and watch the ball ricochet around the table to land in the pocket. 255 levels of table friction and continuous automatic scoring.



ZANAC

As Zanic, your challenge is to get through twelve screens of enemy creatures to save the human race. Eight super-strength weapons and secret power forces buried along the path help you stop the enemy. Zanic's exclusive power play feature means that playing Zanic, the fastest, most advanced space game ever, is like playing a new game every time.



Coming Soon! **Ultima™**
The ultimate role playing fantasy game.

and **Dr. MIAOS™**
The haunted house action adventure game.

FCI

Fujisanki Communications International, Inc.
645 Fifth Avenue, New York, NY 10022
Tel. (800) 255 1431
In NY State (212) 753 1911

Zanic and Lunar Pool are trademarks of Fujisanki Communications International, Inc., and are licensed for play on the Nintendo Entertainment System. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

SNEAK PEEKS

WHAT'S IN THE WORKS AT NINTENDO

This issue of the Fun Club News gives you a peek at two new video hits to look forward to from Nintendo — *U.S. Golf* and *Super Mario Bros. II*. Keep your eye on "Sneak Peeks" for further news on these and other hot new video contenders on the way.

U.S. GOLF™



You don't have to be a golf pro to take a shot at glory with *U.S. Golf*. This 18-hole course is designed for a one to four player challenge. Pick from 14 clubs, three swinging speeds and tee up. These tips will help.

1 Shoot for a shortcut through the rough which will save you some distance. Use a 4 wood if the wind is strong.

2 You need a long shot on this one or you'll end up in the pond.

3 Hit a hook, and aim at the tree on the right side of the fairway. The green requires a very accurate approach.

4 You'll find that a slice works well. Shoot for the two trees at the upper right of the bunker in front.

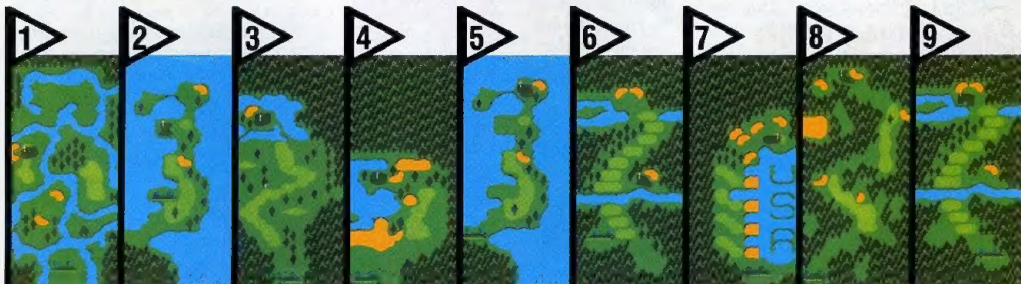
5 Aim for the left end of the second pond to reach the front edge of the bunker.

6 Accuracy is everything. Overshoot and you're in the bunker. Undershoot and you're in the drink!

7 You will have a long way to go on your second shot if you hit your first too short.

8 Tee off with a hook to the woods. Then slice over the woods to the right end of the next fairway.

9 Your tee shot should put you beyond the river. Watch the right pond.



1 - 395 YARDS 2 - 180 YARDS 3 - 477 YARDS 4 - 329 YARDS 5 - 407 YARDS 6 - 173 YARDS 7 - 389 YARDS 8 - 595 YARDS 9 - 441 YARDS

SUPER MARIO BROS. II™



If you liked all the fast action and adventure of the original *Super Mario Bros.*, get ready for a whole new world (or shall we say worlds) of adventure in *Super Mario Bros. II*!

You'll run, jump, duck and race your way through all kinds of new and challenging terrain including deserts, moun-

tains, creepy underground caverns and plenty of other exciting scenes — all loaded with hidden surprises and a totally new cast of wily enemies.

In *Super Mario Bros. II*, you have the choice of four different characters. There's the one and only Mario, his trusty brother Luigi, a rascally Mushroom Retainer and the regal Princess Toadstool. Each one has special tricks and capabilities. And you'll need to learn them all if you're going to make it through these challenging

scenes of fast-action fun.

For example, Mario moves faster than Luigi, but "leaping" Luigi jumps higher. The Mushroom Retainer is the ideal size for squeezing through tight spots. And Princess Toadstool floats through enemy territory with the greatest of ease.

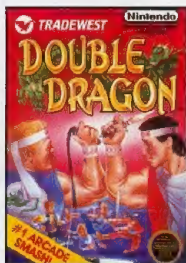
So keep your eye out for more fast action than you ever thought possible. This time it's *Super Mario Bros. II*. Coming soon from the "power players" at Nintendo.



DOUBLE DRAGON® *

Louie Reviewee, a pseudonym for a well known video expert and long-time game reviewer, has chosen Double Dragon for this issue of the *Fun Club News*.

The dragon radiates a sense of power, excitement and color unmatched by symbols of a more modern era. In late spring, *Double Dragon*, the top arcade game of 1987/1988, is coming to your Nintendo Entertainment System® from Tradewest. Not a tale of dragons, it is a tale of twins — brothers who embody the might and mystery of the dragon — Billy and Jimmy Lee.



A tale of street toughs

These twins are double trouble! Raised in the streets without the protection of hearth or home, the twins have learned to survive on the strength of their wits and muscle alone. While other kids were learning how to ride their bikes, Billy and Jimmy were mastering the martial arts.

No dragons lurk on this scene, but you'll find that Billy and Jimmy Lee breathe a certain fire of their own into a game that promises fun and excitement for the whole family.

Martial arts to the rescue

Billy Lee, the hero of our story, suddenly has his hands full when news arrives that his sweet young girlfriend, Marian, has been kidnapped by the worst street gang in the city.

The plot thickens when he turns to his brother for backup rescue assistance only to find that Jimmy has mysteriously disappeared.

The Shadow Boss

Marian is held captive in the hideout of the infamous Shadow Boss, the merciless leader of the Black Warriors. There may be a connection between Marian's kidnapping and Jimmy Lee's disappearance.

Billy is no dummy, he knows the key lies with the big boss. But first, Billy has to find the infamous Shadow Boss, who by the sound of his street name, may be a little hard to locate. Most street toughs don't even try because they value their arms, legs and necks too much.



Billy, of course, isn't afraid. He's mad. And you won't want to miss the action when these two experts and masters of the martial arts come face-to-face for the ultimate fight in "mean street" history.

The Black Warriors

You wouldn't want to meet any of these guys in broad daylight — let alone a dark alley. Each one is a walking lethal weapon who will fight with anything that comes to hand — you name it.

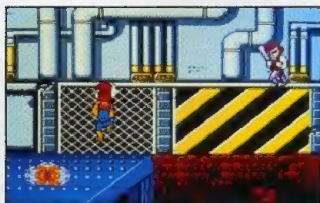
Their arsenal includes all the basics of street-mean warfare — knives, whips, bats, rocks, oil drums, even dynamite.

They fight Billy Lee on the murky battlefronts of the city — rat-infested slums, rundown factories and dark wooded areas — the dirty outskirts of civilization.

These are the toughest thugs around. There's Lopar — known for a nasty right and left punch. Abobo not only enjoys throwing bombs, but also does so very accurately! Williams is very handy with a knife or bat, and if



Pick Abobo or any other character to warm up.



Williams is wicked with bat and dynamite.

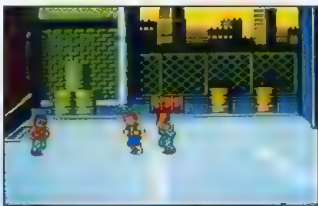


A Chintal attacks from out of the forest.

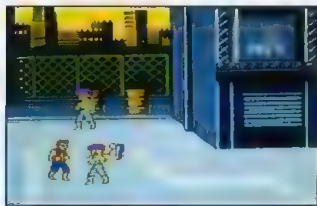
*Double Dragon is a trademark of Technos. ©Technos



Watch out for William's tricky moves.



The big Lopars like to throw oil drums.



Linda's whip does a lot more than sting!

you are on the receiving end of his Jump Kick, you may not survive to fight another day!

When Linda flicks her whip, watch out. It does more than sting, it stops you cold! And Willy, the Big Boss, has a machine gun and a deadly aim to go with it.

There are more bad guys. But I don't want to give away the whole story, or make anyone too nervous to play!

A winning plan of attack

Double Dragon gives you more than a double dose of action. It has seven levels altogether, each one progressively more challenging. At each level, you add new fighting techniques to your gang-fighting repertoire. It pays to master certain techniques for specific gang members.

It's critical throughout game play to get your moves down just right. And there are a lot of them!

There's the basic Punch which suddenly doesn't seem so basic when you discover how fast

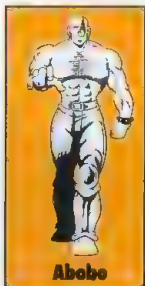
those street fighters can dodge! Then there's the Kick which doesn't work unless you give it "B" button power. The Head Butt is a tricky maneuver. However, it works — no "buts" about it.

The Jump Kick is a classic used by all the masters as well as the thugs. For this you have to press the "A" and "B" buttons simultaneously. You can even go for a flying Jump Kick which adds the element of surprise to your moves — most effective!

The Uppercut, the Low Kick, the Hair-Pull and the Over Shoulder Throw are just a few more attacks that work great — once you master the art!

And be creative with your moves. This is a game of strategy as well as action. Try throwing your punches and kicks in different combinations. You just may discover something.

When you are fighting the gang near a conveyor belt, get onto the belt which will give you some advantage for knocking down a big bruiser.



Abebo

A few words on weapons

The right weapons work wonders to slow down these bad dudes permanently. Practice, however, is necessary in all cases.

A knife, bat, whip, dynamite, rock, oil drum and box can all be used to improve your odds of survival and success.

An obvious play is to pick up the weapons that your enemies drop by pushing "Down" on the controller and "A." Then use the weapon to your own advantage.

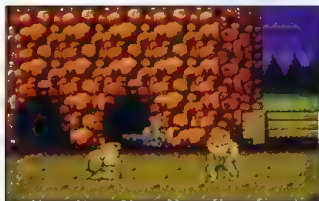
Also be very wary of the first character you encounter in each new level. Many of them have deadly weapons which they will throw at you without a first or second thought. Let them do all the throwing, then make your move.

Try it on the double!

Double Dragon is chock full of high adventure, fast action, heroics and strategy. Take it from Louie — a double "Thumbs Up."



William



One Abebo is bad news. A pair is a disaster!



Karate masters wait to attack in city slums.



Get into practice by playing Billy vs. Billy.

PRO'S CORNER



Mike Tyson's PUNCH-OUT!![®]



This issue, Pro's Corner has some very important tricks on how to punch your way to victory against two of the toughest fighters in the ring. Find out how to deck Super Macho Man, and get some big hints on how to blast "Kid Dynamite" for a "KO".

Super Macho Man

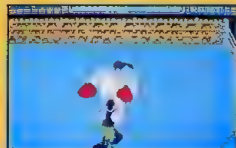
If looks could kill, this tough guy is enough to send you to the mat with just one glare. But don't let that big mug intimidate you.

He'll step into the ring while he flexes his muscles for show. Then he'll throw some mean uppercuts and hooks. What you need to do is sway left and come back with two to six high punches which will really hit him hard.

Now he typically throws one of his Super Spin punches. Sway left again when he pulls this action. It takes lots of practice and split-second timing to defeat this guy. Keep a sharp eye on him because he does one of his Spin Punches only once. Another time, he might do up to 11 Spins. Avoid these Spins at all costs while you punch high as many times as you can.



Macho flexes his muscles for show.



Out flashes a fast Spin Punch!



It's a "Little Mac Attack" to the mug.

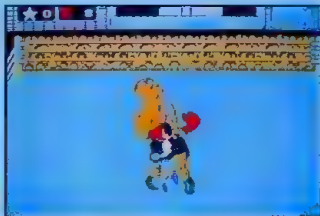


Super Macho Man hits the mat.

Mike Tyson

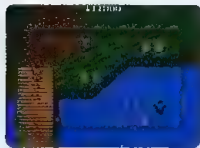
They don't call this guy "Kid Dynamite" for nothing. He's the World Champ — the toughest there is. And your "Dream Bout" with him could turn into a nightmare unless you play cool, and keep your head. He throws lightning punches in the early part of the first round that are sure to send you to the mat if they connect. Sway left when you see them coming, and come back with two high punches. After one-and-a-half to two minutes, Mike will start throwing delayed hooks.

Again, sway left and go for high shots. This takes practice! Try to tire him out by the end of the second round which will help you to knock him down three times in the third round. Keep up your fighting spirit! It takes guts, power and heart to beat the World Champ.





IT'S HIGH NOON. YOU'RE ALONE. YOU'RE QUICK OR YOU'RE DEAD.



LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™



CAPCOM'S OTHER
EXCITING TITLES INCLUDE:

Commando • 1942
Section Z • Trojan • Mega Man
Ghosts 'n Goblins

It's a bad day at Hicksville. In Gun.Smoke, you're lightnin' quick, gun-totin' Billy Bob. Come home to find your peaceful mining town overrun by no-good varmints. So you'd best be gettin' to work.

The action comes fast and furious. The pressure is intense. The excitement builds. Your reactions must be honed and ready. Your thinking sharp and clever.

That's Gun.Smoke. Nonstop action just like the original arcade game. With all the dazzling graphics.

So gather up your courage. And load up Gun.Smoke today.

CAPCOM

1283-C Old Mountain View/Alviso Road
Sunnyvale, CA 94088 (408) 745-7081



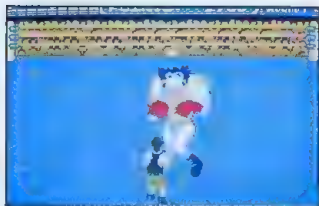
Tips and Tricks

Here are some special new "Tips and Tricks" on five top video hits straight from the pros at Nintendo. You read them here first! Send us some of yours, and watch upcoming issues of the *Fun Club News*!

PUNCH-OUT!!

- Get Stars On
- Super Macho Man

After Super Macho Man throws an uppercut, wait until he starts to pull his arm back, then give him a high punch or a "one-two" to the stomach. If your timing is right, you'll get a star every time.



- Beat Bald Bull's
- Bull Charge

When he comes at you with his bull charge, stand your ground. On the 3rd bounce, give him a body blow and he will go down.



- Super-Speed Punches
- On World Circuit

After you dodge a punch, move and hold the control pad in the opposite direction that you dodged. If you time it right, when you counter-punch you will punch much faster — getting in more punches than ever!

METROID

- Find a Huge
- Hidden World

Go to the second Mini-Boss hideout. At the bottom of the elevator, take the left door and proceed until you reach the energy tank. Now use your wall-doors technique. Blast the door, standing so the door closes on Samus. Then move your controller up and down, pushing "A" continuously — a new world unfolds!

- Refill Samus'
- Energy fast

In your battle to defeat the Mother Brain and other galactic foes, it's critical to keep up your energy. Here's a trick for a quick energy refill. Go to any airhole where Zeb appears, then roll into a ball and bomb continuously.

- Hit Ridley
- With your best shot

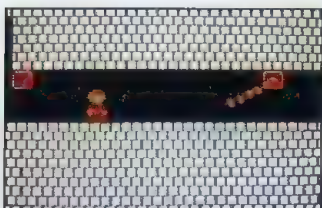
When you enter Ridley's lair, check to see from which direction he's shooting fireballs. If they travel up from his body, then down, freeze them and stand on top of them, shooting Ridley with missiles. If the fireballs travel down on an angle away from Ridley's body, stand right next to the platform he's standing on, and shoot him with missiles.



SUPER MARIO BROS.

- Going to the top
- On 1-4 and 2-4

Get the Mushroom and jump across the gap. Move slowly right, leaving a chimney at the top of the screen on the left. Go back and jump into the chimney. Squat and jump once, then jump again standing up. You should now be on the top of the screen on 1-4. You will be stuck, but this trick is useful on 2-4.



- Continue play in
- The same world

It takes fast reflexes, a smart game plan and creative thinking to get to where you want to go in Nintendo's hit video game, *Super Mario Bros.* Here's a great tip on how to continue play in the same world. Hold the "A" button and press "start" after "game over." You'll be able to begin again at level one in the same world. You can't lose! It works like magic!

BANDAI

Dragon Power

Nintendo
ENTERTAINMENT SYSTEM

Coming Soon
From Bandai

One Megabit Memory Action Game



REVIEW

Here are a few of the many reviews sent to us by Fun Club members. Keep playing those games — old and new — and send in your hot reviews!

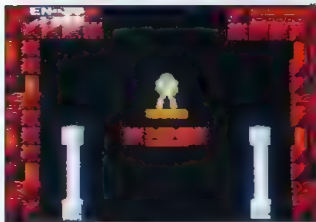
THE LEGEND OF ZELDA™

The game of my choice is *The Legend of Zelda*. The graphics are very advanced, and the fun is beyond imagination. I especially enjoy the deep level of challenge in which the game was created. The Tektiles and Lævers are my favorite characters. Those old men and merchants are strange and will rip you off sometimes.

The music is really great, too! The music on Level Nine is especially "rad". I like how you can leave and then come back without erasing everything you have earned in your vast quest to save Zelda.

By Robert Wolf, Shreveport, LA

METROID™



Your character, Samus Aras, is totally cool, with a wide range of weapons at his disposal, but he has to collect them first. The Screw Attack is about the most radical weapon in video history. This ultra-cool maneuver destroys any enemy which happens to fly or crawl across your path. Along with the weapons, you can

also acquire the armor-strengthening Varia, and the High Jump Boot. If you defeat Motherbrain, and get cut fast enough, you get to play with a new character.

If you are looking for an exciting game with fast action, great graphics, and ultimate role playing, then this game is for you. Pick it up!

By V.L. Tollefson, Sacto, CA

SUPER MARIO BROS.®

This game has to be the hallmark of the Nintendo game lineup. Lots of us have had this game since the Nintendo Entertainment System came out, and we still haven't found all the hidden surprises! Many people just use the famous "Warp Zones" to advance from World to World, but you miss out on the Super Mario experience. The vivid graphics are entertaining in themselves. We've found that we can sit and watch another person play and be as absorbed in it as the player! The variety of bad guys is amazing.

By Michelle Moore, Corsicana, TX

RAD RACER™

Rad Racer is no easy ride through the countryside. It's a high-thrill, non-stop action race from start to finish.

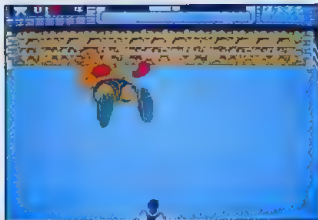
With one touch of a button, you have possession of either the 328 Twin Turbo or the F1 Machine which you will use to the max to screech across the finish line, leaving others in your

dust. If the competition gets too tough, just press "down" on your control pad and soothe your nerves with one of three rad tunes, or press "select" and catch a view of the awesome graphics and challenging courses which fill the screen.

A total of eight courses include the hottest cars in auto racing which will keep your excitement growing until you see the checkered flag waving at you — a Rad Racer.

By Rob Peersen, Puyallup, WA

MIKE TYSON'S PUNCH-OUT!!®



This game is a knockout from left to right! It's got all the old favorites like the well-known Glass Joe and the great Bald Bull. If you liked the arcade version, you'll love the home version. And with the key code feature, you don't have to start over, but continue after you've earned the key code. Some rumors are going around about Mike Tyson being impossible to beat, well, if you've made it to him, don't give up! He can be beaten. Gain hit points, and survive the three rounds with Mike, and win with the "Decision by the Judge" technique!

By Matt French, Fairfax, VA

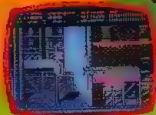
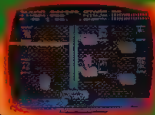
REVIEWERS WANTED

We're interested in hearing from the people who play our games — just what you think of them — from graphics to music to challenge. Send your reviews to: Nintendo Fun Club, Member Reviews, P.O. Box 97033, Redmond, WA 98073-9733. Thanks!

TECMO™

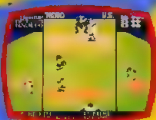
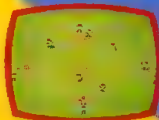
THE PARADE OF HITS NEVER STOP

NINJA BOLD
TENTATIVE NAME



An exciting game of Ninja Action is coming soon. Your enjoyment of action games and the dramatic story line adopting captivating visuals will give you the feeling you are in the movie!

TECMO BASEBALL
TENTATIVE NAME



At last, you will be able to play the baseball game which allows you to select the starting line-up of the team. You can play an All-Star game, too. Play to conquer the series!

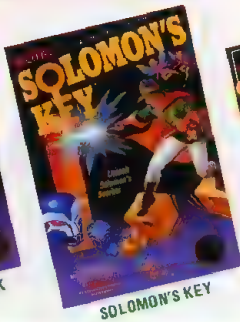
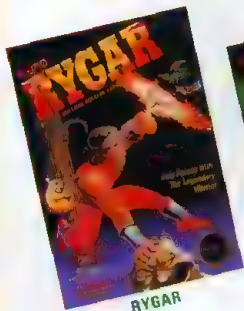
TECMO BOWL



Up-graded version of the popular arcade game! Experience realistic Pro Football with dynamic and speedy play and excellent graphics of players on the field.

© 1988 TECMO, INC.

TECMO LEADS THE WAY



Another exciting game line-up from Tecmo!
Start your collection today!

TECMO™

TECMO, INC.
Victoria Business Park, 18006 S. Adria Maru Lane, Carson, California 90746
TEL: (213) 329-5880

SCORES OF FUN

1st Time
Tyson
Beaters!

Player	City/State	Game	Score
Aaron & Scott Pultz	Bellevue, WA	PT	Beat Tyson
Randy Plance	Bellevue, WA	PT	Beat Tyson
Ed Campbell	LaGrange, IL	PT	Beat Tyson
Norman Strasser	Santa Rosa, CA	PT	Beat Tyson
Matt Lape	Linden, MI	PT	Beat Tyson
Dean Perry	Concord, NH	ZL	Beat Gannon
Mark Rocka	Porter, TX	ZL	Beat Gannon
Rick Floyd	Illioopolis, IL	ZL	Beat Gannon
Che Guevarra	Capitola, CA	ZL	Beat Gannon
Scott Colcord	Grand Rapids, MI	ZL	Beat Gannon
Andrew Yocum	Mishawaka, IL	SMB	9,999,950
Stephen Richardson	Irvine, KT	SMB	9,999,950
Cliff Bleszinski	North Andover, MA	SMB	9,999,950
Domenic Koeplin	Woodinville, WA	SMB	9,999,950
John Yochim	Sterling, VA	SMB	9,999,950
Ryan DeWitt	Escondido, CA	PW	Beat Great Puma
Robby Prince	Trotwood, OH	PW	KO 23 sec
Dan Gyurcsik	Garfield Hts, OH	PW	Beat Great Puma
Jason Wilson	Coral Gables, FL	PW	Beat Great Puma
Doug Beck	Madera, CA	PW	Beat Great Puma
Yos Anrthachinda	Rockville, MD	DH	914,100
Butch Jones	Chatsworth, GA	DH	970,000
Robby Emery	Charleston, SC	DH	563,300
Will Griffith	Antioch, TN	HA	587,900
Wayne Raypurn	Toledo, OH	HA	440,900
Jeff Franciski	Munster, IN	HA	435,600
John Sullivan	Brighton, MA	GF	-20, 52 pts.
Kyle Brennan	Belleville, IL	RR	Finished
Jim Hernandez	Fremont, CA	RR	Finished
Steve Kennedy	Carthage, TX	MD	Finished, best
Rodric Glaser	Albuquerque, NM	MD	Finished, best
Joey Simmons	S. Bound Brook, NJ	MD	Finished, best
Gary Waltham	Williamsburg, VA	MD	Finished, best
Mitchell Hutchinson	Akron, OH	MD	Finished, best
John Sterling	Willard, MO	KI	3,096,200
Gary Herman	S. Orange, NJ	KI	9,999,999
Gregory Sherwood	Huntington Valley, PA	KI	Beat Medusa
Marc Fajardo	Flossmoor, IL	KI	Beat Medusa
Jarrad McEnelly	Anna, IL	KI	9,999,999
Tom Williams	Madison, WI	EB	54:43 TRK1
Seth Davis	Madison, WI	EB	52:22 TRK2
Paul Barry III	Wichita, KS	EB	1:00:20 TRK5
Dan Orr	Drexel Hills, PA	EB	54:43 TRK2
Basel Nassar	Costa Mesa, CA	EB	54:68 TRK1

PT: Mike Tyson's Punch-Out!® ZL: The Legend of Zelda™ SMB: Super Mario Bros.® PW: Pro Wrestling™ DH: Duck Hunt® HA: Hogan's Alley® GF: Golf RR: Rad Racer™ MD: Metroid™ KI: Kid Icarus™ EB: Excitebike®

AMAZING SCORES WANTED. We want to know the score! We're interested in stories from Fun Club Members on how you scored big! Write and tell us about any young video whiz kids! Or tell us tales of how you met the ultimate challenge and beat Ganon twice! Are there any "mature" players in the audience. Is your great grandmother a "Rad Racer?" Let us know what's happening with your amazing score stories!

ENTER HERE

Name _____

Address _____

City _____

State _____

Zip _____

Fun Club Membership No. _____

High Score _____

☐ Check this box if a photo of screen score is included. For best results, turn off all lights in room, do not use a flash, and use a 35mm camera.

Mail both a photograph and this entry form to: Nintendo Fun Club, High Score Competition, P.O. Box 97033, Redmond, WA 98073-9733. Then keep an eye on upcoming issues.

HO - HO - HO V I D E O

Q: What do you call it when you get lost in The Legend of Zelda?

A: The Missing Link.

Mike Howell
Woodinville, WA

Q: What is Little Mac's favorite drink?

A: Soda Pop-inski!

Mike Miller
Waterford, WI

Q: If athletes get athletes foot, what does Samus Arran get?

A: Missile Toe!

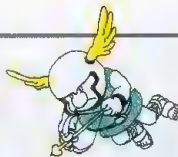
Marlin Watson
Los Angeles, CA

Q: How do you stop Bald Bull from doing a bull charge?

A: You take away his credit card!

Roberto Pecak
Lisle, IL

MEMBER TIPS



"ZELDA" ZINGERS

- Here's how to avoid paying for door repairs. If you enter a cave, and an old man says, "Pay me for the door repair," quickly go to the subscreen, then press "up" and "A". Select "continue", and you will be back at the beginning, but you'll be 25 rubies richer! If you return to the same cave, the old man will still be there.

Ryan Merlo
Windsor Locks, CT

- Get your sword back! If you hit one of the bubbles that takes your sword away temporarily, blow your whistle. The action will stop for a few seconds. Then, when play resumes, you will have the use of your sword again.

Daniel Lee
Yucaipa, CA

KID ICARUS™ TRICKS

- To defeat Medusa, float just below the pupil of the eye. Medusa's rays won't be able to hit you, but you must still watch out for the snake!

Jeff Bock
Sandpoint, ID

PUNCH-OUT!!™ RINGERS

- Get all your strength back after you're knocked down. When fighting most opponents, if you can get back up on the count of nine, you will regain all of your stamina.

Carlo Declaro
Dana Point, CA

METROID™ MANEUVERS

- Here's how to defeat enemies in fortresses with the greatest of ease. If you have mallets and there is an enemy on a platform directly above you, repeatedly press the select button. You will destroy him without wasting any mallets.

Brian Conner
Cincinnati, OH

SUPER MARIO MAGIC



- Here's how you get up if you mess up. Use the "chimney method". Get stuck in the bricks, jump once more, and you'll be back on top of the bricks.

David Blumenfeld
Van Nuys, CA



FREE* POSTER OFFER.



*Put \$1.00 in the mail for postage and handling, and Konami will put a full-color, 22" x 26" poster on your wall. Send in \$7.50 and we'll send you the entire set

Check one poster or the box marked "Entire Set." Allow 8 weeks for delivery

☐ Entire set @ \$7.50

Mail this form, plus check or money order made out to Konami Inc., to: Konami Poster Offer, P.O. Box 487, Benton Harbor, MI 49022-0487

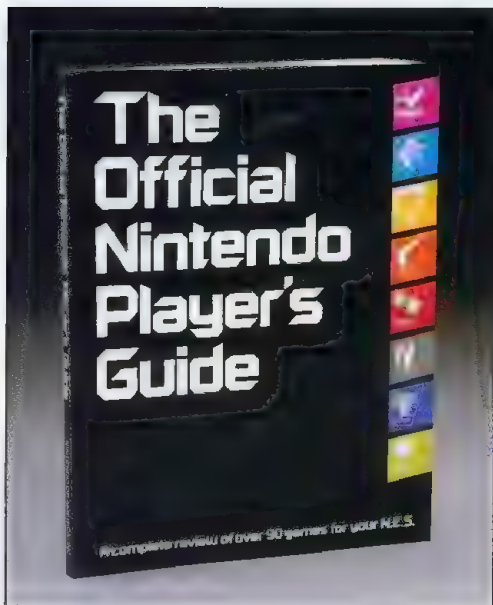
☐ Name _____
☐ Address _____
☐ City/State/Zip _____
☐ Age _____



815 Mittel Drive, Wood Dale, IL 60191 (312) 595-1443 NFC-2

TOP GUN™ TM & © 1987 Paramount Pictures Corporation All rights reserved. THE GOONIES II™ TM & © 1987 Warner Bros. Inc. All rights reserved. Konami is a trademark of Konami Industry Company, Ltd. licensed by Nintendo®

STUFF AND THINGS



POWERFUL READING! You won't find details, descriptions, maps and strategies like this anywhere else. And for a limited time, Fun Club members can buy this \$19.95 guide at a special members' price of \$11.95!

Fun Club Members' Price: \$11.95



PUNCHY OFFER. Get the issue that gives you the best strategies on Mike-Tyson's Punch-Out!!, *The Legend of Zelda* and more!

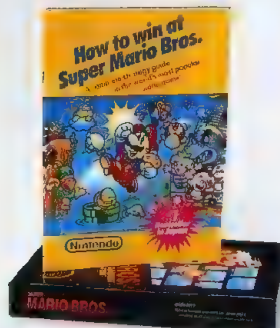
Fun Club Members' Price: \$2.50 (magazine only)

Note: "Stuff and Things" items in December issue are no longer available.



SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon: *The Legend of Zelda Tips & Tactics*.

Fun Club Members' Price: \$4.95 (book only)



WORLDY WISE. Here's just what you need to find your way through the exciting worlds and levels of *Super Mario Bros.*

Fun Club Members' Price: \$4.95 (book only)

WIZARDS & WARRIORS



The Battle of Legends

You are Kuros, the knight warrior. Hero of the Books of Excalibur. Your journey begins deep within the woods of Elrond, where even the wind obeys the Supreme Wizard, Malkil. A wizard so great, Merlin calls him teacher. But Malkil has strayed from the path, and is now part of the dark side.

Buried within the catacombs and dungeons of Elrond lies

the key to your quest. The powers of levitation, the cloak of darkness, and the mysterious potions only Kuros can drink will be revealed to you.

In caverns of fire, through demons that fly and crawl, against the soldiers of the undead you must continue. No sorcery can prevail. For you are the only knight with the strength to wield

the Brightsword.

The prisoner of the wizard awaits. She calls to you from Castle IronSpire.

But the wizard is watching you, warrior. And this tale has just begun.

COMING SOON

RAMBO®



Licensed by Nintendo for play on the



Distributed and marketed by Acclaim Entertainment, Inc. 189 South Street, Oyster Bay, New York 11771 Phone (516) 922-2400
Kuros™ Wizards & Warriors™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. Wizards & Warriors © 1987 Rare, LTD. Licensed to Acclaim Entertainment, Inc. by Rare Game, Inc. Rambo® First Blood™ Part II © 1985, 1987 Cineco Pictures, Inc. All Rights Reserved. Unauthorized Duplication is Strictly Prohibited. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America, Inc. © 1988 Acclaim Entertainment, Inc.

MAIL BAG



Dear Nintendo,
I am very happy with my Nintendo Entertainment System. I would like to some day be a game counselor. I am only 14 years old at the moment, but I can wait. *Mike Tyson's Punch-Out!!* is my favorite game, but how can I beat Bald Bull?

Damon Jacobs
Witchita Falls, TX

It's not as easy as you might think to be a Nintendo game counselor! We now have over 800 applicants. So far, only 33 have made it! They're all good players, but it takes a lot of skill to be the best! With the right timing and a squarely placed body blow, you can KO Bald Bull no problem!



Dear Nintendo,
Could you provide the code for *Metroid* that would give me a fully-armed and fully-energized Samus to assault the Mother Brain complex? I build up enough energy for an assault, and then it gets depleted in 15 seconds with the inevitable fatal results. And I have to start all over again!

Scott Robertson
Redondo Beach, CA

Well Scott, there's no code, really, but there are ways to build up your energy fast. Use your Freeze Beam and then your missiles on *Metroids* for the quickest power build-up.



Dear Nintendo,
This year we acquired the Nintendo Entertainment System with your *Super Mario Bros.* cartridge. After noticing what great fun Jeff (age 30) was having with this machine, I rushed out to purchase *The Legend of Zelda*. Since then, Jeff has spoken at the most, six words; his sleeping habits have gone from a normal eight hours to quick cat naps; the dog lies by a now-cold hearth (Jeff can't stop chasing dragons to build a fire), and our conversation has changed from discussing the daily news to "I got my magic whistle," "I whacked off the dragon's three heads," and "I can't get past the monster in chamber five!!!" My husband needs some sort of advice (or map) indicating how to get out of castle five (or is it six?) and into eight (or is it nine?) and on to Death Mountain to rescue this chick called Zelda — fast! While the world is rescuing Zelda, you wonderful people are going to have to rescue Jeff! Please hurry. He doesn't look like he will last much longer.

Marilyn Lee Reed
Sunnyvale, CA

Here's how to take immediate steps to remedy the situation! Call our game counselors at (206) 885-7529. They are experts at helping players get past tough spots. Also, turn to page 24 of this issue and order Jeff a copy of our new *Tips & Tactics* booklet for *The Legend of Zelda*. That should help him get to Death Mountain alive and well.



Dear Howard,
I've heard that if you're not careful, you can lose all your memory in "Zelda." I am getting pretty far along in the game, and I want to be sure to avoid losing all that progress!

Jamie Reed
Westport, CT

First, when you finish game play, be sure to save your game. Then, while pressing the reset button, turn the power off. It's easy, and you'll be able to get right back into the game where you left off.

CAN YOU BECOME THE CHAMPION?

WHEEL OF FORTUNE

JEOPARDY!

licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM

Compete against your friends or the computer in the fast-paced excitement of TV's hottest game shows, where **you** are the contestant! The action's on its way!

GameTek • 150 S. Pine Island Road • Plantation, FL 33324 • (305) 472-8288

GameTek is a trademark of J.E. Inc. ®. JE, J.E., Jeopardy, and Wheel of Fortune are based on television programs produced by Merv Griffin Enterprises. Copyright © 1987 Jeopardy Productions and Carlton Productions, Inc. All Rights Reserved.



Dear Nintendo,
I am a hockey FANATIC. I love HOCKEY. I own a Nintendo Entertainment System and have a wide selection of Nintendo games, and hockey would be a great addition to my video game collection. I am not alone in this battle for a good, fun, enjoyable, realistic hockey game. Many other sports fanatics would love a hockey game, too.

Patrick Condello
Brooklyn, NY

You and other hockey fanatics are in luck, Patrick. One of Nintendo's hottest new games is *Ice Hockey*! You can choose your team from international Gold Cup competitors from all over the world. You have to be able to play fast, stay cool and know the strengths and weaknesses of the ice-hardened veteran players on your team to win this game of skill and strategy. Try it out and let us know what you think!

Thanks for the mail! We appreciate your comments, tips and new ideas. So keep writing: Nintendo Fun Club, Mailbag, P.O. Box 97033 Redmond, WA 98073-9733.

WANTED! POWER PLAYERS

We're looking for feature stories about the most powerful video game players in the Fun Club. If you are a super hot shot or you have a "power player" friend, work up a story.

We'd like your story to include pictures and any interesting facts about the power player — like when he or she started playing, names of favorite games, special tips, funny stories and anything else you think Fun Club members might like to know.

You aren't limited to just one power player story. If you know several hot players (including yourself), you can work up a group story! Send your story or stories to: Nintendo Fun Club, Power Players, P.O. Box 97033, Redmond, WA 98073-9733. We're looking forward to hearing from you!

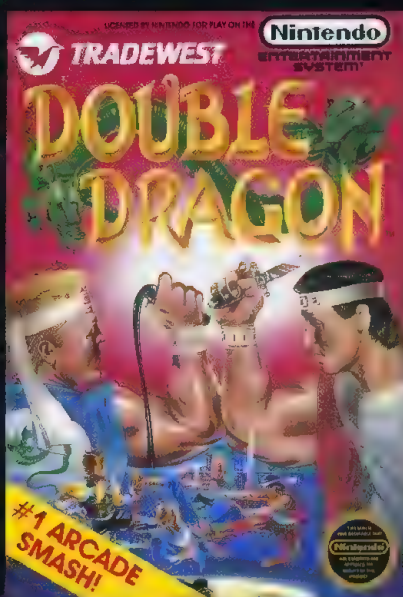
YOU'LL NEVER HAVE TO STAND IN LINE TO PLAY DOUBLE DRAGON™ AGAIN.

COMING IN JUNE
FROM

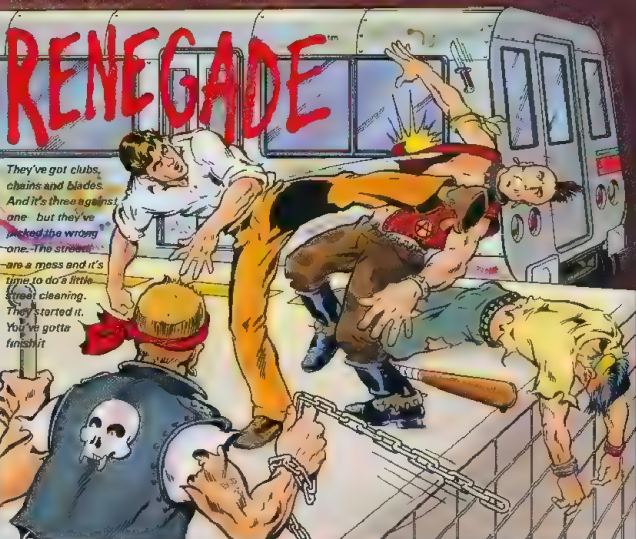
TRADEWEST

P.O. BOX 2097, 2400 S. HWY.75
CORSIANA, TEXAS 75151

© 1988 TRADEWEST INC.



4 A.M. IS NO TIME TO BE ALONE IN THE SUBWAY—
AND YOU'RE ABOUT TO FIND OUT.



Nintendo® has evaluated and approved the quality of this product. Licensed by Nintendo® for play on the Nintendo Entertainment System®. Nintendo and Nintendo Entertainment System® are trademarks of Nintendo of America, Inc.

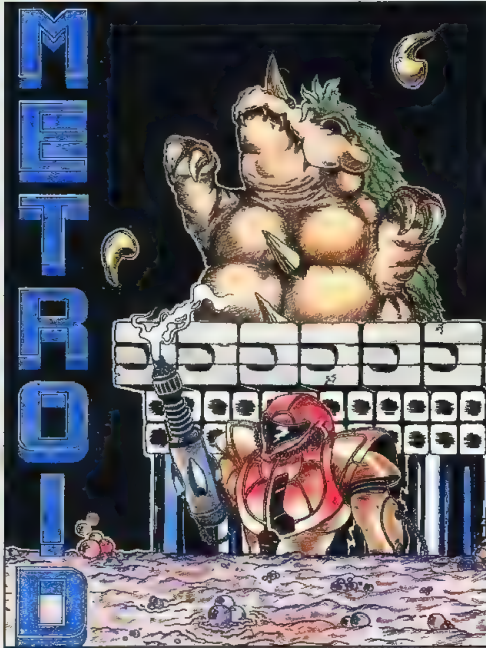
America's Inc. "Taito" and "Renegade" are trademarks of Taito America Corporation. 1987 Taito America Corporation. All rights reserved. Advertisement Quality & Company, Inc. (Chicago).

TAITO

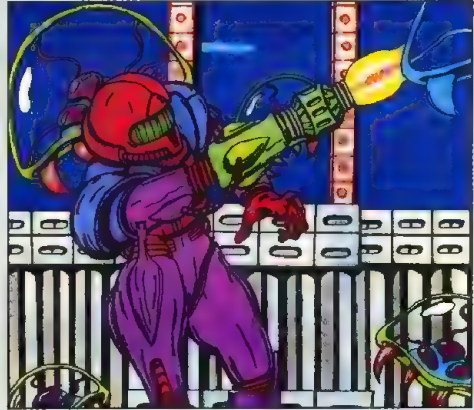
METROID

ARTIST CONTEST WINNERS

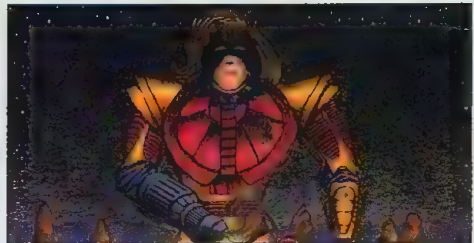
Response from Fun Club members was overwhelming — over 3700 entered! It was a tough choice, but here are the winners!



First: Jeremy Gregory, Snohomish, WA



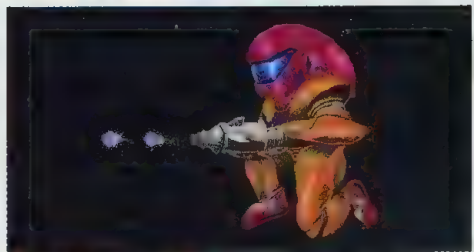
Second: Sylvester Island, Chicago IL



Tied fourth: Scott Clark, Crestwood, KY



Third: Zak Kristling, Mill Valley, CA



Tied fourth: Tommy Jones, Sapula, OK



BOMB BLAST SUIT
Shields you from explosions.



FLASHLIGHT
Illuminates underground passages.



MINES
Set them in key locations. Up to three per screen.



INGRAM MAC-11
Semi-automatic submachine gun. Silencer optional.

GEAR UP



BARETTA M92F
Single-action hand gun. Silencer optional.



BODY ARMOR
Will reduce damage by 50%.



ROCKET LAUNCHER
Destroy enemy equipment from a safe distance.



ANTIDOTE
Neutralizes poisons.



GAS MASK
Only means of survival in gassed out areas.



TRANSCIVER
This is your most valuable piece of equipment. With it, you'll receive vital information from headquarters telling you where to find essential weapons and supplies.



REMOTE CONTROL MISSILE
Guide it with your control pad.



OXYGEN TANK
Keeps you breathing underwater.



INFRARED GOGGLES
Used to detect infrared alarm sensors.



COMPASS
Helps you navigate through uncharted deserts.

ANTENNA
Allows you to use transceiver despite enemy jamming devices.



PLASTIC EXPLOSIVES
For perfectly timed explosions.



BINOCULARS
Allow you to see one screen ahead without risking your life.



GRENADE LAUNCHER
Launch deadly grenades into strategic locations.



MINES DETECTOR
Discovers location of enemy mines.

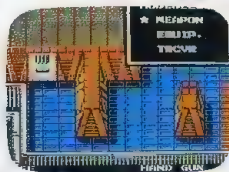
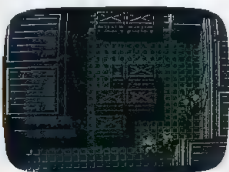
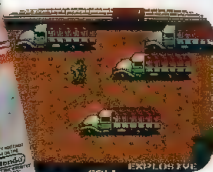


IRON GLOVE
Allows you to locate hidden doors with a single punch.

METAL GEAR™

Your Nintendo Entertainment System® has never seen a weapon as destructive as METAL GEAR. To help you destroy it, ULTRAGAMES has supplied the equipment. To get through the METAL GEAR maze, you'll have to supply the wits.

ULTRA™
GAMES



ULTRAGAMES™ is a trademark of Ultra Software Corporation. METAL GEAR™ is a trademark of Konami Industries Co. Ltd. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.
ULTRAGAMES 240 Gerry St., Woodstock, IL 60111 (312) 595-2874

PUZZLER PLACE

PUZZLES WANTED!
Sharpen your wits and your pencils, because Puzzler Place is the place to show how creative you can be. Crossword puzzle, word jumble, you name it, we want it. So thanks for your contributions, and keep them coming in!

NAME GAME UNSCRAMBLE. This name scramble comes from Morgan Giles of Santa Ana, CA.

1. PUESR OMAIR SBOR
2. ADR CRRAE
3. GLEND FO LOZAE
4. CDUK HNUT
5. GKUN UF
6. OPR RWSELTING
7. HMAC IRERD



SECRET WORD PUZZLE. This word puzzle comes from Darin Tietgen of Costa Mesa, CA. Have fun filling in the blanks, then using the circled letters, find the Secret Word.

1. The big tough in Legend of Zelda.
_ _ _ _ _ 1
2. The brave Angel.
_ _ _ _ _ 2
3. The device for Nintendo to turbo charge your games.
_ _ _ _ _ 3
4. The game with a lot of energy and a big brain.
_ _ _ _ _ 4
5. Will give your sport action on KICKS.
_ _ _ _ _ 5
6. Flippers, balls and quick action.
_ _ _ _ _ 6
7. Heavenly game.
_ _ _ _ _ 7
8. Long-time favorite
_ _ _ _ _ 8

Secret Word



WORD SEARCH. This word search was sent by Raymond Lee of Hemet, CA.

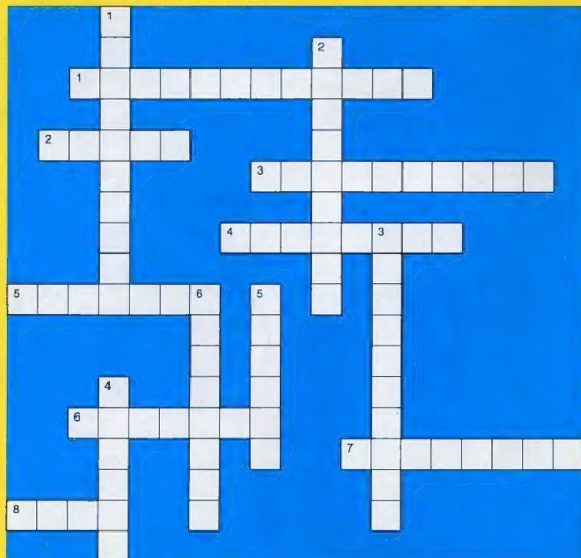


Look for these and other hot titles in the hidden word search letters above.

Rad Racer
Top Gun
Punch Out
ProWrestling
Jaws the Revenge
Mach Rider
TC Surf
Kid Icarus

Metroid
Mega Man
Renegade
Gradius
Goicha
Athena
Golf
Slalom

NINTENDO PUZZLE. Fun Club member Rachel Yoder of Copley, Ohio has created this puzzle. See how fast you can figure it out and fill in the blanks?



ACROSS

1. You can go for a 1st down, then a touchdown.
2. Search for the fragments of the Triforce and then try to do away with the evil Ganon.
3. Design your own course and hop onto your bike.
4. Choose your car, put on your 3-D glasses and zoom into turbo speed.
5. Search for the "Mother Brain" on the hostile planet of Zebes.
6. Use your zapper gun to fly to the rescue of your daughter.
7. Enjoy the roar of the crowd as you zoom around the bases.
8. Control your swing, but be careful of the wind.

DOWN

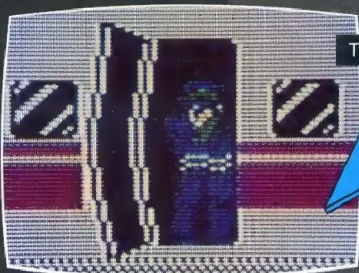
1. Grab your Ice Hammer and attempt to reach the top of the mountain.
2. Wander through the Greek ruins. Collect weapons, and build your strength for your battle against Medusa.
3. The evil Sea Urchin has hidden gold throughout this land. Go find it!!
4. Thomas must defeat Mr. X in order to rescue his darling Sylvia.
5. Kick-off and enjoy World cup action.

READY. AIM. FIRE!

RAD REX



THE PILOT



THE SKATEBOARD KID



THE BAGMAN



FREEDOM FORCE™

Armed with your powerful Zapper* gun, you've got an army of guerillas to stop, a whole airport to save, and only a few precious minutes to do it! Become a hero and may the Force be with you.

Freedom Force. The ultimate Zapper* gun game. Coming in May. Only from Sunsoft™. The Titleholder. (312) 228-0451.



Sunsoft™ is a trademark of Sun Corporation of America. The name Freedom Force™ is a copyright of The Nylint Corporation. Spy Hunter™ is a trademark of and licensed from BALLY Midway Manufacturing Corp.

Ask for **SPY HUNTER™** at your favorite video game store.



SUNSOFT™

Learn the latest hints and secrets about Sunsoft games. Fill in your name, address and age and we'll send you a subscription to Sunsoft's "GAME TIME" news. It's FREE!

Name _____ Age _____ Mail to:
 Address _____ Sunsoft, 2250 Elmhurst,
 City _____ State _____ Zip _____ Elk Grove Village, IL 60007

The
Official
Nintendo
Player's
Guide



POWER BOOSTERS

Blast off with your Nintendo Entertainment System into a world of fun and challenge with top-selling game paks, space-age accessories, and *The Official Nintendo Player's Guide*! For inside game tips, call (206) 885-7529. Now you're playing with power!

Nintendo
ENTERTAINMENT
SYSTEM®

